

Invitation for participation
"e4 e5" Trophy 3rd Edition 2020

All problems published are online <http://www.e4e5magazine.eu/>

The “e4 e5” magazine announce an informal thematic tourney at the next sections:
Section A #2-n with the next condition: one or more variants contain check moves to the white King. See examples.

Section B H#2-n with the next condition: in each solution of the problem the white or black moves two pieces of the same kind. Zeroposition is allowed. See examples.

Section C Fairies with the Dark Side fairy condition for #2 & H#2. Free theme.

Definition of Dark Side: the chess board is divided into two horizontal parts: the lines 1-4 belong to the "light" side, while the lines 5-8 are considered the "dark" side. The chess pieces who move on the dark/light side of the chess board *change their colour*. All pieces keep their action even if they switch colors or sides. Also, a white/black piece who plays only in the light/dark side does not change it's colour. Without this fairy condition, the problem *will not have any solution*. See examples.

Section D Series Movers

Subsection D1 theme: double pin stalemate of two promoted pieces (additional pins are not allowed). See examples.

Subsection D2 theme: triple pin stalemate of three promoted pieces (additional pins are not allowed). No example.

Send the problems to the Director of the tournaments who will be the judge:
Gurgui Dan-Constantin contact@e4e5magazine.eu. A participant can publish only five issues in each section, including the co-author. A participant must participate *in at least two sections*. Tourney problems will be submitted to *at least two sections*. All participants will receive medals. The winner of the Trophy will be the participant who will accumulate the most points per sections - 1st Place 3 points, 2nd Place 2 points and 3rd Place 1 point. If two participants have the same points, two cups will be awarded for each participant.

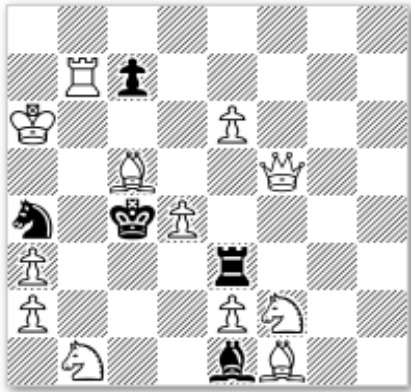
The preliminary and final awards of the championship will be sent to participants by e-mail and will be published on the “e4 e5” magazine. Closing date: December 22nd, 2020.

Please reprint!

EXAMPLES:

Section A

Abdurahmanović, Fadil
problem (Zagreb), 1956



8/1Rp5/K3P3/2B2Q2/n1kP4/P3r3/P3l

#2

12+5

1.Sd1! [2.Sxe3#]

1. ...Rxe6+ 2.Qxe6#

1. ...Sxc5+ 2.Qxc5#

1. ... Rd3 2. exd3#

1. ... Rc3 2. Rb4#

1. ... Rb3 2. axb3#

1. ... Rxa3 2. Sxa3#

1. ... Re4/g3/h3 2. e3#

1. ... Re5 2. e4#

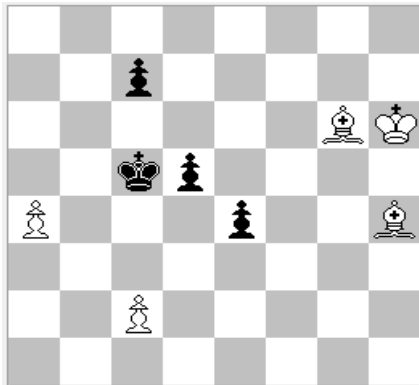
1. ... Rf3 2. exf3#

1. ... Bd2 2. Sxd2#

1. ... Bf2 2. Rb4, Sd2#.

Section B

Dan-Constantin Gurgui
Curierul Problemistic no.5/2020



(5+4) ZEROPOSITION H#2

a) +bRb6

b) bKc5 → d4

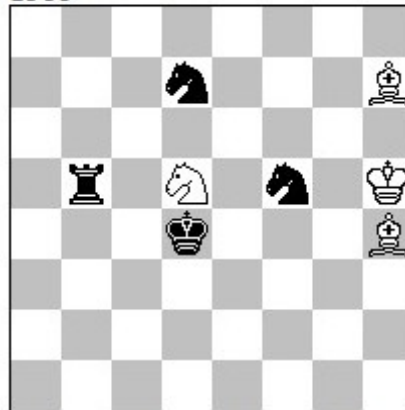
Solutions:

a) 1. c6 Bf7 2. d4 Be7#,

b) 1. e3 Bd3 2. c5 Bf6#.

The Black moves the pawns and the White moves the Bishops.

Pieter ten Cate
1966



H#2

2.1...

C+

4+4

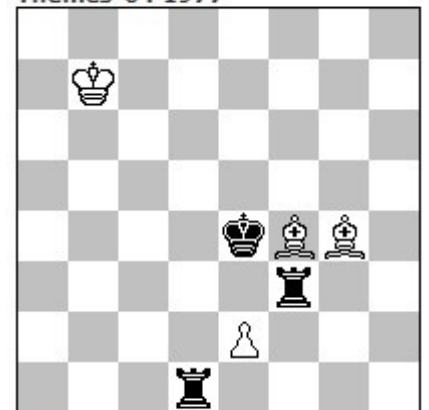
Solutions:

1. Sc5 Sb6 2. Se3 Bf6#,

1. Ke5 Bg3 2. Ke6 Bg8#.

The Black moves the Knights and the White moves the Bishops.

Jacques Rothenberg
Themes-64 1977



H#3

2.1...

C+

4+3

Solutions:

1. Rd2 Bh2 2. Rf4 Bf3 +

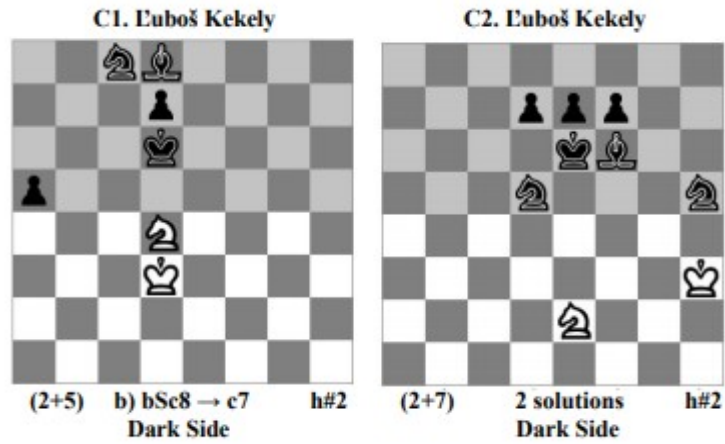
3. Ke3 Bg1#,

1. Rd5 Bh3 2. Rfd3 e3

3. Rf5 Bg2#.

The Black moves the Rooks and the White moves the Bishops.

Section C



SOLUTIONS:

C1. a) 1.Bd8-h4[h4=w] Kd3-c4 2.Sc8-e7 Bh4-g3 #, b) 1.Bd8-g5 Kd3-e4 2.Bg4-c1[c1=w] Bc1-a3 #,
 C2. 1.Bf6-h4 [h4=w] Bh4-g3 2.Sh5-f6 Se2-d4#, 1.Sd5-b6 Kh3-g4 2.Sb6-c4[c4=w] Se2-f4 #,

+

<p>Subsection D1 JanRusek AjedrezMágico 1970 Comm.</p> <p>ser-h=9 C+</p>	<p>Solutions: 1.e2-e1=B 2.g2-g1=R 3.Rg1-g4 4.Be1-g3 5.Kf4-f3 6.Kf3-g2 7.Bg3-h2 8.Kg2-h1 9.Rg4-g2 Bh5-f3 =</p> <p style="text-align: center;">*</p> <p>1.e2-e1=S 2.Se1-f3 3.Sf3-g5 4.f4-f3 5.f3-f2 6.f2-f1=B 7.Bf1-d3 8.Bd3-h7 9.c4-c3 10.c3-c2 11.c2-c1=R 12.Rc1-c8 13.Rc8-h8 g7*h8=Q =</p>	<p>George Sphicas The Problemist Suppl. 2002</p> <p>ser-h=13 C+</p>
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